"Lurking" sound for the Amiga
See page 3

The Status Line

20,000 Zorkmid Pyramid
See page 8

Volume VI Number 4 | Formerly The New Zork Times | Winter 1987

The three handsome gift packs include the Science Fiction Classics*, the* Classic Mystery Library *and the* Enchanter Trilogy*. Great gift ideas, huh?*

Three gift packs just right for the holiday season ahead (hint... hint)

It's a fantasy we all share: finding The Ultimate Gift. A gift that stuns the lucky recipient with its tastefulness and high quality. A gift that comes in various styles to suit all tastes. A gift whose handsome appearance stands out amongst more common offerings. A gift that provides hundreds of hours of matchless pleasure. A gift that establishes you as the epitome of generous gift-giving while actually saving you a bundle, because it's sold at a bargain price. How many hours have you spent searching for such a thing?

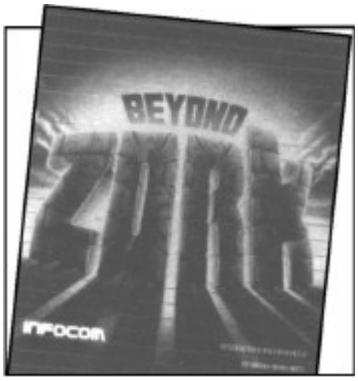
Please turn to page 10

Wait no more… it's Beyond Zork

Ten years ago, in June of 1977, *Zork* was born. Since that time, it has been played and enjoyed by literally millions of people in the United States and abroad. The three *Zork* sagas are considered true classics in the field of entertainment software.

During these intervening ten years, we have advanced our technology by making our parsers smarter, our usable vocabularies larger, and our game-playing methodologies more flexible and fun. We have introduced many new and exciting games which have been met with critical acclaim both from you and from our peers in the industry. But it has always been *Zork* that has drawn the most favorable and evocative comments. The phrase "give us another *Zork*" has appeared in countless correspondence and conversations.

However, we have been cautious about writing a new *Zork* game, with the feeling that any game with the *Zork* name had better be able to deliver a level of puzzle invention, storytelling, and technical expertise that matched the original and then went a step further. We are now confident we have taken that step. Therefore we give you



Have you ever seen an Ur-grue? There's one waiting for you inside this and every Beyond Zork *package.*

Please turn to page 5

Real time spy intrigue with Border Zone

17:51

>GO EAST

You leave the side of tracks and head into the forest. The darkness is deeper here, as less moonlight reaches the forest floor. The snow crunches under your feet, and you pause after moving a hundred or so yards into the forest.

The sound of barking dogs echoes into the night. They've moved closer now, perhaps not more than a few hundred yards to the northwest.

17:52

>RUN EAST

You emerge from the thick forest and come to a roadway running from north to southwest.

The sound the dogs is much louder now; and you can hear the shouting voices of the guards they accompany. They can't be more than a hundred yards to the west.

17:53

You can hear the guard dogs within 50 yards! Their voices reach a fevered pitch—a guard calls out—a muffled explosion—the night sky is lit by a by a single red-orange flare.

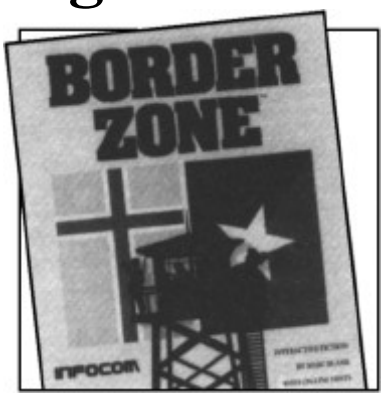
17:54

>E

You leave the roadway come to a dank area at the edge of a swamp. Putrid sulphurous vapors fill your lungs as you step to the edge of the noisome waters.

The sounds of dogs barking madly and soldiers barking orders are close upon you. A muddled explosion—a signal flare lightens the sky with a red-orange glow. Before you can react, you are spotted! Brilliant white searchlights are aimed upon you, blinding you long enough for more soldiers and border guards to arrive. With no hope of escape, you surrender to the guards, and are led away, handcuffed, to the border station.

When you're a spy trapped behind the Iron Curtain, timing is crucial. Moments lost or precautions not taken result in arrest, exposure… or worse.



Border Zone, *by Marc Blank (of* Zork *fame) is our first spy thriller game.*

In *Border Zone*, Infocom's first interactive spy story, the challenge of a spy mission in an Eastern bloc country is made all the more gripping by the addition of real time. Unlike other Infocom stories in which time progresses only with each input, time passes in Border Zone according to a real clock which ticks on regardless of your actions. As you pause to decide which way to go, the guard dogs keep on coming. The result is a pulse-pounding adventure that's far more suspenseful than any spy thriller you've ever read.

The story begins on the train to Litzenburg, a peaceful country just outside the Iron Curtain. In the town of Ostnitz, huge crowds gathering for Constitution Day festivities. An honored guest is the American ambassador, William Huttinger, who led the Allied forces during the liberation of Litzenburg in 1945. The assassination of such a beloved national hero would severely undermine the Litzenburgers, destabilizing this key neutral territory. But just such a plan is underway.

Speeding towards the border through the Eastern bloc country of Frobnia are an easy-going American businessman, an ambitious young American spy, and a ruthless KGB agent. All three are soon to become entangled in the assassination plot, their lives intertwining as each carries out his perilous assignment.

You'll see the story from three viewpoints, as you step into the shoes of a different major character in each of the three chapters of Border Zone. In Chapter I, you're an Average Joe traveling through Frobnia on business. When the injured American spy asks you to deliver a top-secret document to a contact at the border, you must act carefully to avoid arousing suspicion both on the train and at the border station.

Chapter II puts you in the role of Topaz, the American spy. You've escaped the KGB by jumping from the

Please turn to page 5

>Read the letters to the editor

Gentlemen,

Alas, I wish to report a "bug" in my Seastalker disk. The program asks me to type in my last name. As soon as I do, it acts like I want to save a game! I haven't even started it up yet! What's up?

Yours Frustrated,
Joe Restore
P*hoenix, AZ*

[Joe, you're not alone, we have received a similar letter from Bob Restart.]

Dear Status Line (Formerly The New Zork Times),

After reading Alan M. Taren's list of 8th dimensional games (TSL Summer 87) I realized that Mr. Taren's counterpart left out several games.

Feel free to publish this in TSL, but please don't make real games out of these without paying me lots of real Japanese currency so I can exchange it for even more real U.S. currency.

The Hitchhiker's Guide to the Freeway—You're taking your driver's test on an LA freeway when you realize you forgot to bring your gun....

Snark III, revised—Finish *Snark III* and you get to buy the *Snark Trilogy* because we forgot to put an essential game piece in the *Snark III* package but managed to put it in the *Snark Trilogy* package. Just a slight oversight.

Coming Soon—*InvisiStructions*—You can now buy those neat little markers that show the invisible writing on the instructions to all our games.

Dave Cilluffo
Edinboro, PA

Dear Infocom Folks,

I wanted to drop a note to let you know that you made my a) day b) month c) year with *Stationfall. Planetfall* was the first Infocom game that I played, and is still my favorite (and I've played every single one of them!)

I'm a microcomputer consultant and educator specializing in accounting software (yeah, I know, zzzzzzzzzzzzzz... even I nod off sometimes—it's a dirty job but somebody's got to do it.)...

Now if you could come out with a game every month (or week) you could make my life complete. I'm convinced that Infocom games run a close second to sex (there may even be days when the order is reversed)!

I've played most of the adventure games on the market... but yours are the only ones I can't do without. It's worse than being addicted to drugs.

Paula K. Wallace
Novato, CA

p.s. I love The Status Line! You are all warped, just my kind of folks.

Dear Sirs [sic],

I wish you would create more spy and mystery games...After all, who wants to fight thieves, wizards, trolls, and Dungeon-masters, anyway...

I like your new name [*The Status Line*]. It's a real eye-catcher. It gives the paper a whole concept, instead of just stupid *Zork*, like in *New Zork Times*. I think interactive fiction is a good idea. My girlfriend and I like to sit down and talk while playing a game. My family likes it too! We all sit down and one types in the moves, one makes a map, and the others come up with ideas. We usually end up jumping up and down on the couch and yelling out solutions. It's quite a family gathering.

If you ever need a lawyer, just write; my dad's a lawyer. Keep up the good work and don't *Zork* around.

Nathan Baumbach III
Indianola, NE

To Whom It May Concern.

I am sending this letter and my half-finished puzzle in formal protest of *The Status Line's* latest puzzle. [Puzzle #14 - Ed.] I own seven of your titles (that's $280 worth of software, folks) and consider myself fan/supporter/maniac. Therefore, you can how distraught I was to discover that in order to finish the puzzle, you needed to own *all* the games! Is this a marketing ploy? Absolutely desperate for a T-shirt, I was on the verge of rushing out to buy the other games before I came to my senses (such as they are).

In the future could you only have puzzles that you need to own *some* of the titles for? I'm loyal, I'm devoted (I haven't bought any other brand of game for three years) but I refuse to spend $400 to win a $10 T-shirt! Please be sympathetic to my plight.

Yours in impending poverty,
Nina Karp
Needham, MA

[Puzzle Editor's Reply: By my count, Puzzle #14 contains information from only 12 of Infocom's approximately 25 titles. You don't need to fill in every word in the grid in order to get the puzzle's ultimate answer! We like to provide a mix of puzzle difficulties—of the last eight puzzles, two required knowledge of many games, two required knowledge of a trilogy of games, one required knowledge of a single game, and three required no knowledge of any specific Infocom title!]

Suddenly a scruffy-looking individual with a sack thrown over his shoulder enters the room…

Steve Mayes and Mark Cantrell

The Status Line

Mike Dornbrook, Marshall

Stuart A. Kirsch, Sheriff

Hollywood Dave Anderson, Sheriff

Gayle Syska, Deputy Sheriff

Deputies: Amy Briggs, Steve Meretzky
Gary Brennan, Matt Hillman,
Diane Morlock, Torn Veldran,
Stu Galley, Jon Palace, Scott Oilman
Elizabeth Langosy, Joe Prosser,
Dave Lebling, Curtis Montague

In jail: Jeff O'Neill, Marc Blank,
Tomas Bok, Brian Moriarty

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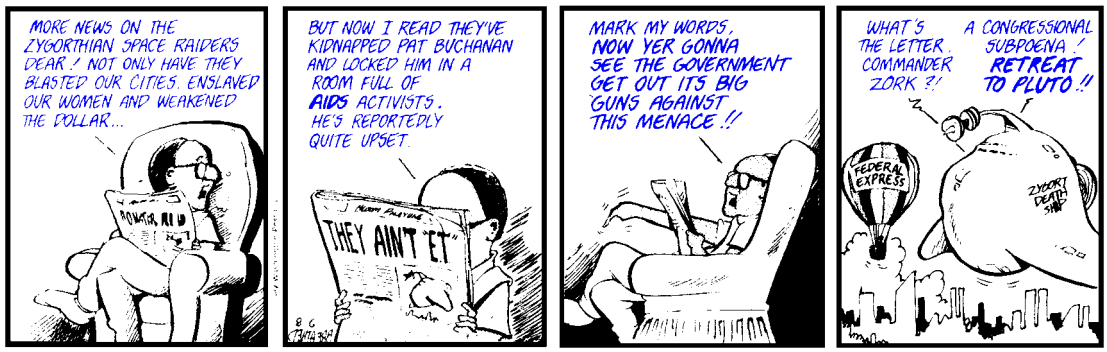
Zork in Bloom

We'd like to thank the 83 Status Line readers who sent this Bloom County cartoon to us. We also wish to thank Berke Breathed for furthering the legend of Zork. He'll hear from our lawyers soon.



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Lurking Horror features sound for Amiga

Players of the Amiga version of *The Lurking Horror* may be surprised to find that as they encounter a horde of murderous rats in the sewer pipes beneath GUE Tech, an actual rat squeal pierces the air. No, it's not the product of an overactive imagination. Rather, it is one of a series of sound effects that has been added to the Amiga version of Infocom's first horror story. *The Status Line* recently cornered Dave Lebling, the author of *The Lurking Horror*, and asked him a few questions about this ground-breaking feature.

TSL: Why did you decide to put sound effects in *The Lurking Horror*?
Dave: First of all, we have been discussing for some time the possibility of putting sound in our games in general. In a horror story in particular, sound is something that can really enhance the experience. The things you think about in horror stories are as often sounds as sights. Thinking about some of my favorite horror movies and horror books, sound really stands out in some of the most horrifying scenes.

TSL: Who designed the sound effects, and how were they designed?
Dave: The sound effects were designed by a guy at Activision named Russ Lieblich. He's done the sound effects for a fair number of Activision products. He has come up with a new scheme for producing sound effects, and some of his new ideas are used in

Dave Lebling hosts an intimate get together in his office recently to honor the release of the Amiga version Lurking Horror.

The Lurking Horror. All the sounds are digitized, and because of this they sound eerily realistic.

TSL: How did you decide which sound effects to put in the story?
Dave: The process we went through began with Gary Brennan, one of our testers, playing the game and making a list of all the sounds described in the course of the story. Then I edited the list according to the sounds that I thought would make the most sense and have the greatest effect on the game. The list was sent around to people at the company to get their opinions. Based on our consensus of what would be best, I sent Russ a prioritized list. Some of the sounds which were finally produced are the squeal of a rat, the creak of an opening hatch, and the distinctive "thunk" of an axe biting into flesh.

TSL: Will sound effects be used in future Infocom productions?
Dave: The capability exists. Whether they are used in a game depends on the character of the story, and what the author wants. It also depends to some extent on the response to sound in *The Lurking Horror*. If the folks who play it find that it significantly adds to their experience of playing the game, we're certainly going to take a lot closer look at using it more.

TSL: Will sound effects be implemented on any computers besides the Amiga in the future?
Dave: Some of the other high-end machines have the capability. In particular, the Macintosh, Apple IIgs and Atari ST can generate excellent sound effects. There are no current plans for producing sound effects for these machines, but again, that may change if response is favorable and demand is high.

TSL: Does this represent a move towards the future for Infocom?
Dave: We always want to take advantage of anything which can enhance a story, and if we can do it in a reasonable way, we will do it. We never stop looking for better ways of doing things as well as more and different things to do in our stories.

"Wait! Listen, there it is again! That strange typing noise."

Bob Roeh and Deke McClelland

Imps' picnic basket wings its way to Wyoming winner

The results of the Win the Imps Picnic Basket Contest are official. The winner was Anthony Doll of Cheyenne, Wyoming. Anthony will receive an exact replica of the Cornerstone box the Imps use for their weekly lunches, stuffed full of plates, knives, spoons and forks. The three runners-up, Ann Allen, Catherine Freedman and Al Adams, will each receive T-shirts left over from the Marathon of the Minds.

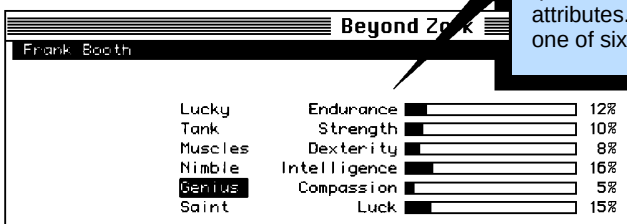
We haven't decided on any products for sure yet. (Kinda busy with Christmas coming.) But we'll let you know. Even though the deadline was very early we still counted every entry we received until September 16. Sorry. The mailing house was nuked.

About Beyond Zork's interface

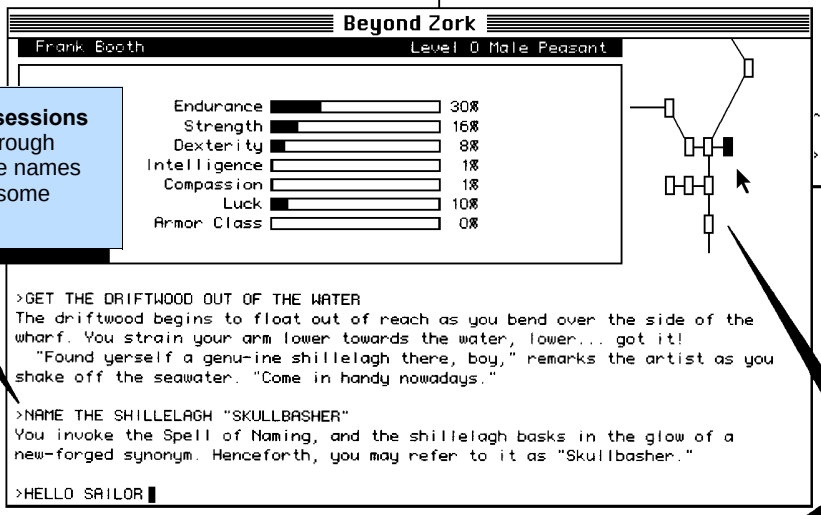
Like the finest of wines, our stories continue to mature with age. Never a company to jump into the marketplace with gaudy or ill-conceived bells and whistles, we have always sought to develop an intelligently measured style, much like any evolving author would. So it is with great pleasure that, along with the introduction of *Beyond Zork*, we are also introducing a new type of story interface. While this new interface will not appear in all of our games, variations of it certainly will.

The main features of the new interface included in *Beyond Zork* are graphic character-status displays, on-screen mapping, and definable function keys.

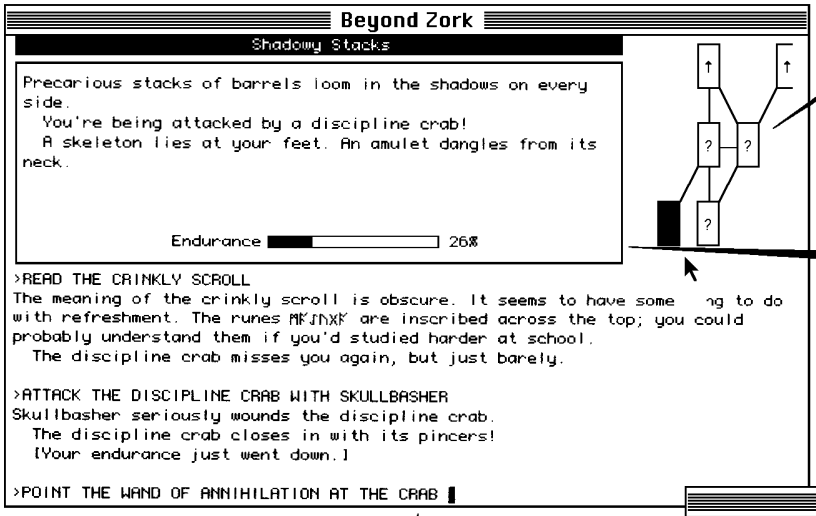
Who are you?
In *Beyond Zork* you can shape your own character by dividing "potential" up among six attributes. Or you can choose one of six preset characters.



Name your possessions
A further breakthrough allows you to give names to weapons and some creatures.

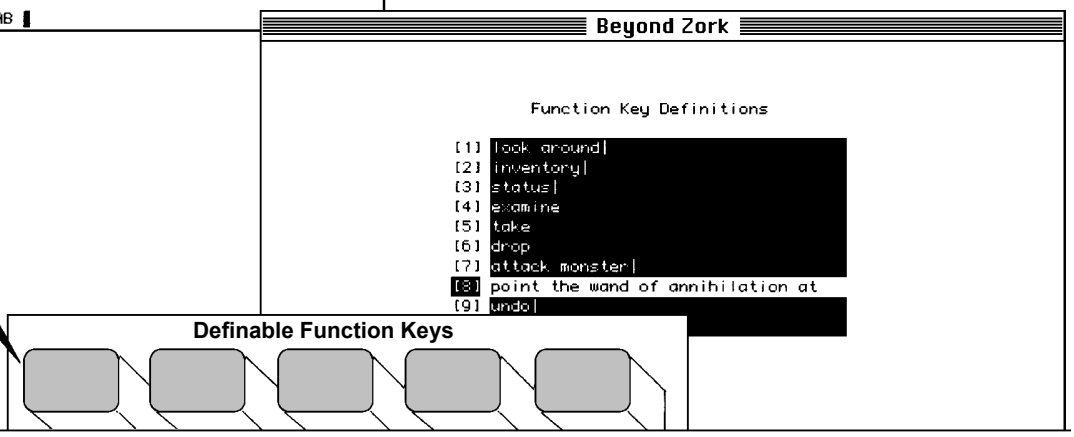


Where are you?
Beyond Zork features on-screen mapping so you won't need the skills of an experienced cartographer. On-screen mapping features two modes. Zoom In (below) affords you a close-up look at your immediate surroundings. Zoom Out (above) allows you an extended view of the area.



We do windows!
The display of Beyond Zork features a content-selectable window. By using the PRIORITY command, you can have the window display your status, inventory, or room descriptions.

Command our keys!
Tired of typing "point the wand of annihilation at..."? Well now, with the aid of programmable function keys, you can enter long phrases and often-used commands with the touch of a single button.



Beyond Zork: A coconut hunt in Quendor

Continued from page 1

the newest jewel in the Zorkian crown—*Beyond Zork.*

It is the year 966 GUE and the Age of Magick is rapidly coming to an end, plunging the once-peaceful region of Quendor (formerly known as the Great Underground Empire) into total chaos.

The Collapse of Magic

Not even the most powerful sorcerer of the mighty Guild of Enchanters has been able to halt the collapse of magic and hold back the Age of Science. In the face of this situation the Guildmasters have convened by the shore of the Great Sea for one final fateful time.

The sorcerers know they will not live to see the day when magic will again hold sway over Quendor. But, they do have a plan to ensure that their vast and ancient knowledge is not lost through the erosion of time. They will dispatch an innocent adventurer (for Quendor is now far too dangerous for those practiced in the thaumaturgical arts) to regain and then hide the transcendent Coconut of Quendor, within whose time-impervious shell lies the essence of their wisdom. Their hope? That the coconut will endure, beyond the Age of Magick, beyond the Age of Science, and even, *Beyond Zork*.

Coconut of Quendor

In *Beyond Zork* you're the innocent adventurer who has been chosen to find the world's last great magical object, the aforementioned Coconut of Quendor, which is now in the possession of a group of demi-gods who definitely do not want you to have it. But take heart: even though you didn't make this dangerous world, there's light at the end of this grue-infested tunnel.

Through the auspices of Beyond Zork's author Brian Moriarty and our systems group, you'll be able to build up your "character". That's because, besides giving you a compelling new tale of the Zorkian universe, Brian has added the thrilling combat and character building aspects of role-playing games. That's right, at the beginning of the story, you create your own character by assigning various amounts of "potential" for each of six traits (strength, intelligence, luck, etc.). You can also allow the story to create a random character or you can select a predefined character. And you'll need to choose wisely because the danger is everywhere.

Hacking and Slashing in the GUE

Your newly created "self" will have to solve fantastic new puzzles involving many wondrous objects and unforgettable characters. But don't be surprised if you have to stop thinking for a moment and defend yourself, as you're likely to be menaced by anything from a discipline crab or a giant corbie to an insidious monkey grinder or a pair of knights with flaming eyes. You'll be wielding, thrusting, parrying, hacking, and slashing just like any seasoned role-player, but you'll be doing it all in the marvelous GUE, where it was meant to be done. And with each battle won, puzzle solved, or new scroll or treasure under your belt, your traits will be enhanced. But watch out! If you say the wrong thing or get into a fight that you're not prepared for (the right weapons and armor are always essential for a successful combatant) you'll watch those traits fall until the cold hand of death is upon you.

Did we say watch? You bet, because with our brand-new interface you'll have scrollable windows, graphic status screens and on-screen mapping to look at besides the many fantastic new locales that Brian has conjured up for your mind's eye.

The Lore and Legend of Quendor

About this time, many readers start to think, "I wonder what else comes in the package with this great new Infocom game?" Well, our master designers have created two beautiful objects d' art for you. First, a beautiful book, The Lore and Legend of Quendor (considered to be the last word on the subject) and second, one of the most spectacular maps ever produced by our master cartographers. Did somebody say Mega-*Zork*?

Beyond Zork is Brian Moriarty's third work of interactive fiction. His previous works are *Wishbringer* and *Trinity*.

Scheduled for release in mid-October. *Beyond Zork* will be available for a wide variety of personal computers including Apple II series, Macintosh, Atari ST, Commodore 128, Amiga, IBM series and 100% compatibles. An Apple IIgs version is planned. Suggested retail price is $44.95 for Commodore 128 and $49.95 for all other systems.

More about Border Zone

Continued from page 1

train, but now find yourself, seriously wounded and dressed in your everyday clothes, in the wintry forest near the border. To survive, you must keep yourself alive and alert as you confront the search dogs, the electric fence, the border guards, and other such obstacles blocking your path to freedom.

In the final chapter of *Border Zone*, you're the Soviet Spy, arriving in Ostnitz shortly before Huttinger's Constitution Day address. With Topaz on your trail, you have a crucial task to complete as the moments count down towards the assassination.

Border Zone contains on-screen hints to keep the story moving and thereby maintain the high level of suspense. Like InvisiClues, they're carefully constructed to reveal only the information you need, when you want it. But hints take you only so far. Even when you know exactly what to do, discretion and timing are crucial to the successful completion of each chapter.

To give you a head start on your missions, the *Border Zone* package provides you with the necessary items for getting by behind the Iron Curtain. The *I am Frobnia* tourist guide and phrasebook, illustrated with scenic Frobnian photos, "helps you find precise words to say." The surveyor's map of the border, published by the Frobnian Department of Measurements, gives you an idea of the terrain in Chapter II. You also get a Frobnia National Railway matchbook and a business card from historic Ostnitz.

Border Zone was written by Marc Blank, a pioneer in interactive fiction and the author of such ground-breaking works as *Zork* and *Deadline*.

It will be available in mid-November for the Apple II series, IBM PC and 100% compatibles, Macintosh, and Commodore 64/128. Suggested retail price is $34.95 for Commodore 64/128 and $39.95 for all other systems.

Tell your contest idea to Pat Sajak

The Status Line is always on the lookout for new, fresh contest ideas. Where better to turn than to you, our devoted fandom. Here's what not to do: 1) Don't send in ideas for the TSL puzzle. 2) Don't send in the idea for having readers come up with ideas for games actually write a game.

Here's what to do: 1) Send in your contests. You know—Win a Date, Win the Imps' Picnic Basket, etc. If we use your idea, we'll send you a free game. Send your ideas to Pat Sajak, c/o *The Status Line*.

VisiClues Cipher Key

From: A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
To: T C K E S P A I R W X D O H L U Z Y N B M F G Q J V

What Zaphod Got For Christmas:

Joseph F. Mundy

Here is a second look at three classic titles

Seastalker

Remember the first time you ever played one of our games? You probably liked the concept, but it was so damned *frustrating*. You didn't know what to do, you couldn't solve any puzzles, and you couldn't get into the story. We hope you persevered: but you can understand why some of your friends or relatives don't have the patience or appreciation for the games we create.

Seastalker is designed for newcomers: the puzzles are easier, there are plenty of hints, and a map is included. It's easy enough for a nine-year-old, but according to *People* magazine, "it can just as easily enthrall an oldster." *Seastalker* is the perfect gift for anyone who hasn't played an Infocom game, whether it's your nephew, your mother, or a friend.

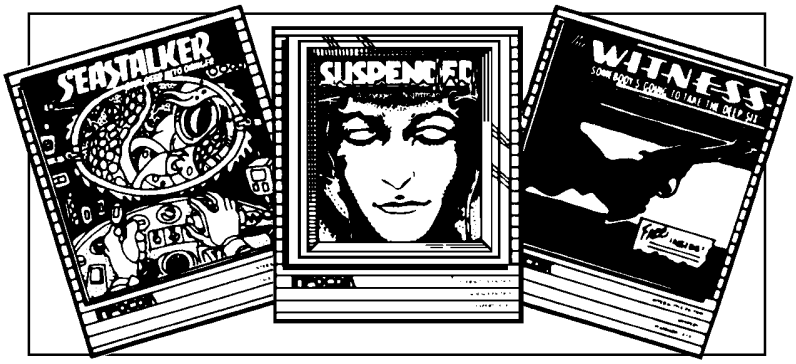
Seastalker is part Huck Finn, part Jules Verne. You play a scientist whose latest invention is the *Scimitar*, a two-person submarine with extensor claws. (It's rather like *Alvin*, the little submarine which recently probed the *Titanic*.) The story begins in your laboratory, where the commander of the Aquadome calls for help on the videophone. The Aquadome is being attacked by a huge sea monster!

With your friend Tip as co-pilot, you navigate the *Scimitar* out of the test tank and into Frobton Bay. Using depth control, a sonarscope, and other equipment, you avoid the shoals, perhaps passing a submerged wreck or two (not to mention some friendly whales) and race to the Aquadome, a giant underwater research center. The sea monster is nowhere to be seen; but when you dock at the Aquadome and enter it, you find the crew members nervous. For while the sea monster readies another attack on the outside, a traitor is sabotaging the Aquadome from the inside!

Infocard clues and decoder

The *Seastalker* package contains a navigation chart for Frobton Bay; operating instructions for the *Scimitar*; blueprints for both your lab and the Aquadome, and a Discovery Squad badge. Also included are Infocard clues and a decoder. When you put an Infocard into the decoder and look through the decoder's red window, you can read a message hidden underneath the card's red ink! (If you've played the home version of Password, you know how nifty this is.)

If you like really tough puzzles—if you're the kind of person that plays *Spellbreaker* before breakfast—then *Seastalker* isn't for you. But if you want to introduce someone to the world of Infocom interactive fiction, consider *Seastalker*. *Dialogue* magazine called it "a game to be enjoyed by the whole family." And *inCider* magazine said "Infocom couldn't have designed a better game to introduce new players to their adventures."



Any one of these three classic titles is sure to bring a warm glow not only to your face but to your computer's monitor as well this winter

Suspended

Suspended is as brilliant and bizarre as *Seastalker* is easy and accessible. *Suspended* is reputedly Douglas Adams's favorite game (other than his own games, of course). *Rolling Stone* magazine decreed it "the best computer game," and *Time* magazine called it "perhaps the best computer thriller." *Suspended* is one of Infocom's earliest games—it came out in 1983 and was preceded only by the three *Zorks*, *Deadline*, and *Starcross*—and it remains today one of the most unusual games we've ever done.

Imagine you're in charge of a computer complex 20 miles beneath the surface of the planet. The computers control the weather system, food production, and the transportation system on the planet's surface. All you have to do is make sure the computers run smoothly, by replacing any chips or cables that need maintenance. Very simple.

Unfortunately, you're not able to replace the chips and cables yourself. You are in suspended animation. Your mind, however, is connected to the robots who will do the actual maintenance of the computers. All you have to do is tell the robots what to do. Very simple.

Unfortunately, the most useful robot has been mangled beyond repair. So you are stuck with six specialized robots who, despite their complete loyalty and obedience to you, are quite limited in their abilities.

For instance, the robot named Auda is all ears: she can interpret any sounds within the complex. And Iris is a visual robot, who can describe the looks of things quite well. But Iris can no more hear than Auda can see. Waldo is an industrial robot with mechanical hands. Sensa can detect movement through vibrational activity, photon emission, and ionic discharge. Whiz is a storehouse of historical and technical information. And Poet—well, Poet does the best he can.

With these robots at your disposal, you must keep the computers running efficiently. How? Well, you need to use the robots to pinpoint problems, getting multiple perspectives so you can figure out what's really going on. (Sensa may feel things moving near the entrance to the complex; Iris may see that humans have walked into the complex; Auda may overhear their conspiratorial conversation; Waldo may scan the humans' briefcases to identify their nefarious contents; and so on.) Then you need to use the robots to solve any problems.

Of course, even simple-sounding actions like identifying an object become difficult when you have to interpret all your information: an object may be described as "a maximized object" by Sensa, "a wavy object" by Waldo, "a brain trio" by Poet, and "a green circuit" by Iris. With Whiz's help, you can eventually identify the object as a #3 replacement maximizing processor for the computer.

Computers wreak havoc

The computers are all screwed up (of course), and until you figure out how to fix them, the computers wreak havoc on the planet's surface. Your "score" in *Suspended* is the planet's casualty rate, so you're actually trying to get as *low* a score as possible. As such, you can play *Suspended* many times, each time trying to better your score. The unusual scoring system and the truly unique concept make *Suspended* an early classic, an affirmation of the diversity and possibilities of computer games.

The *Suspended* package contains a thorough briefing of the underground complex a lottery card and a letter designating you as director of the robots; and a map of the underground complex. Also included are tokens representing each robot, which you can use with the map to track each robot's location.

The Witness

According to *The Status Line* Readers Poll, storyline and descriptive prose are two of the most important elements of a good Infocom game. *The Witness*, our second mystery game (after *Deadline*), was our first deliberate attempt to emulate a particular writing style. Had Raymond Chandler, creator of Philip Marlowe and author of *The Big Sleep* and *Farewell, My Lovely*, written an Infocom game, it would have been *The Witness*:

"Somewhere near Los Angeles. A cold Friday evening in February 1938. In this climate, cold is anywhere below about fifty degrees. Storm clouds are swimming across the sky, their bottoms glowing faintly from the city lights in the distance. The air seems expectant, waiting for the rain to begin, like a cat waiting for the ineffable moment to ambush.

The taxi has just dropped you off at the entrance to the Linders' driveway. Radio music drifts toward you. Your favorite pistol, a snub-nosed Colt .32, is snug in its holster. The long week is finished, except for this appointment. But why does an ominous feeling grip you?

A door bell glows at you, almost daring you to ring it."

You are the witness

In *The Witness*, a man named Freeman Linder has received threatening phone calls and letters, and he fears for his life. He turns to you, a detective, for help. Linder's wife Virginia had committed suicide only weeks ago, and Linder reveals to you that his wife was having an affair with a younger man, called Ralph Stiles. Linder suspects Stiles of the threats and asks for your protection. But as you talk with Linder...

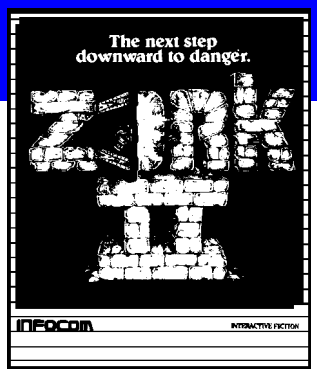
"You turn around and dimly see a figure outside. Suddenly there is a flash of light and an explosion, and the window falls into dozens of shiny shards. The cat bolts and disappears somewhere. The figure outside turns and runs before you can see the face. When you turn back around, you see Linder slumping down in his chair, with a bloody stain spreading across his silk shirt. He teeters on the edge of the seat, then falls onto the floor, quite dead."

Please turn to page 8

SPECIAL OFFERS

Many of you who own only part of the Zork Trilogy expressed interest in a special offer to complete it. Here it is!

Zork II
$19.95

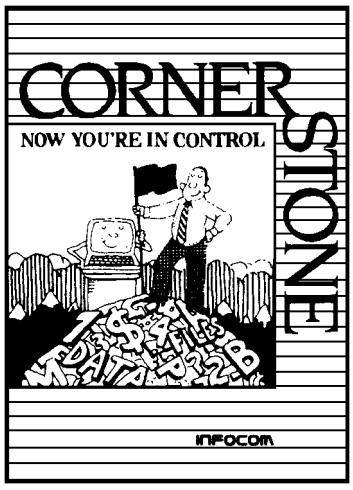


Zork III
$19.95

Or buy both
Zork II & **Zork III**
for only
$29.95!

Get a **free** Zorkmid coin
with any of these Zork offers.

Limited offer. Zork offer expires 12-31-87. Include a copy of this coupon with your order. Mail-in orders only.



Buy $50, Save $50.
Buy $90, Save $90.

That's right. If your order totals over $50,
you'll save $50 on the purchase of Cornerstone.
A $99.95 value for only $49.95.

If your order totals $90 or more,
you'll save $90 on the purchase of Cornerstone.
A $99.95 value for only $9.95!

Cornerstone gives you control over mountains of information. Because Cornerstone is a multi-file program, you can build complex systems rather than just simple lists. And Cornerstone is so flexible that you can change your database anytime you want.

Cornerstone frees you from the need to rely on programmers and consultants who aren't always there when you want them. It has the power of other high-end products, yet is so easy to learn and use that you can set it up and maintain it yourself!

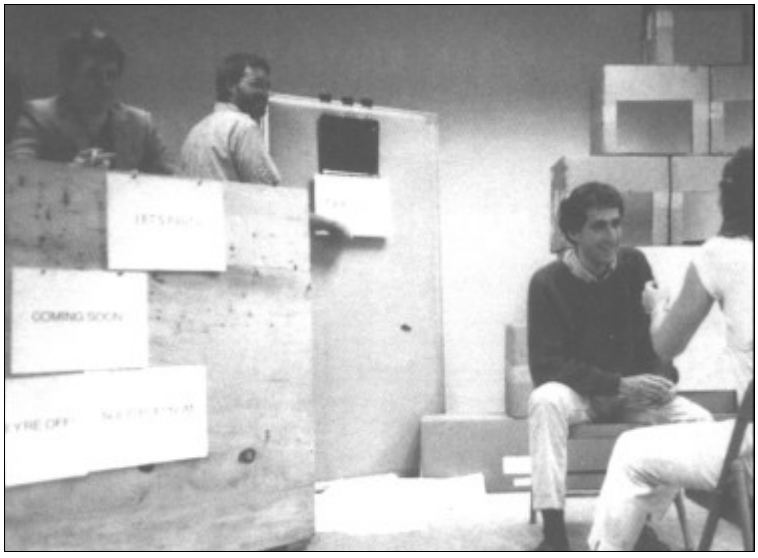
Cornerstone offers innovative features not found in most databases, such as a unique options key and an on-screen help system unmatched by any other product.

"Cornerstone is the best program I have ever used. I found no flaws."—PC Week

***"For sheer value and power, we have to give the top rating to Cornerstone. It's difficult to imagine more features in a $99.95 product."*—InfoWorld**

Cornerstone offer is good only while supplies last. After 12-31-87 call for availability.

InfoPrez Joel Berez ponders the pyramid while Dave Lebling waits for a clue. Note: Steve Meretzky, seen in the pyramid, was a stagehand, not a category.



Tara Dolan gives clues to Jon Palace as Steve Meretzky operates the sophisticated game show equipment. Host Hollywood Dave Anderson looks on.

20,000 Zorkmid Pyramid premiers

Infocom (WZIL)—Maxine Yaks here, tubers. Yours truly witnessed one of the truly great programming comebacks of all time last night. As you all know dahlinks, the Arbitron ratings of WZIL, the voice of Infocom company meetings, had fallen lower than the cash flow of the PTL club. I tell you the things I was hearing through my little pink Princess... I'm talking Smith and Wesson time dahlinks. Well, things just may be on the turnaround at Boston's favorite—li'l ol' WZIL.

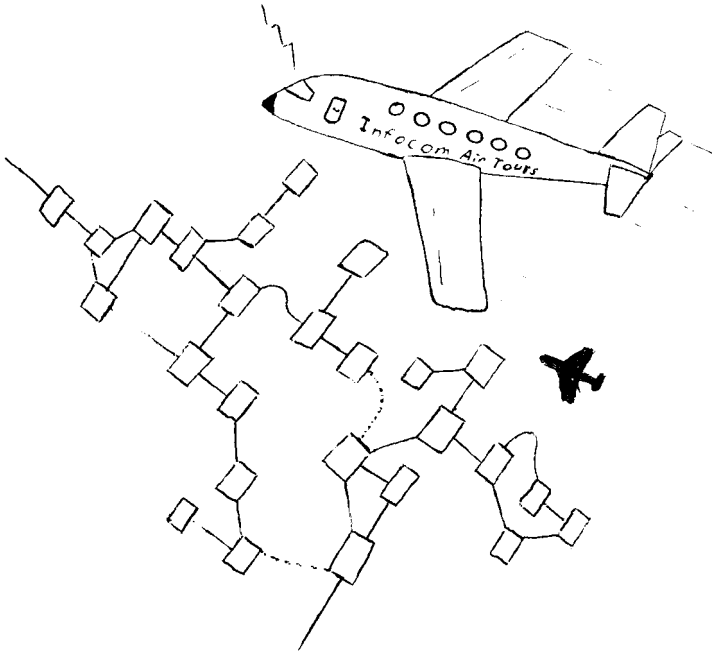
Last night, I was invited to a sneak preview of their newest game show, The 20,000 Zorkmid Pyramid, and let me tell you...

The show was a trial run using several Infocom employees as guinea pigs and it was funnier than a Cos sweater. In the opening round, deah hahts, I actually saw teams composed of Jon "Buck" Palace and Tara "The Jewel of Somerville" Dolan pitted against Marketing Maestro Mike Dornbrook and Tom "TN2O" Veldran.

In order to cover up the break atmosphere of the Infocom-specific categories used (très incestuous). How funnneee it was. The audience rocked and rollicked as the contestants wrestled with categories like, "They're off" (things to do with crab racing), "Page 1 of 26" (things on a bug report form), and "Solid Platinum" (things to do with *Zork*).

The first round ended in the utmost hilarity with Mikey's face splattered with egg when he failed to guess the answer "Don't Panic Button" from the category "Touchie-Feelie" (things in an Infocom package). Marketing Maestro??? In round two, the team of InfoPrez Joel Berez and Dave Know-It-Imp Lebling went up against Palace and Dolan. It was Holy War, fandom, as Berez/Lebling sliced through category after category sweeping Dolan/Palace away. Then it was time for that grand and glorious moment, my lovelies, the final round, the pinnacle of potpourri, yes the 20,000 Zorkmid Pyramid.
The clock started, the pyramid portals turned, Joel received, and when the smoke cleared, they had done it. The 20,000 Zorkmids were theirs. It was later announced that Joel would donate his winnings to his favorite charity—Mr. Donut's Fund for Managers' Meetings.

"...and below to the left, you can see the beautiful land of Frobozz."



Bob Elvey

Here is a second look at three of our classic titles

Continued from page 6

You are the witness. You have seen a man murdered before your very eyes. Now it's your job to figure out who committed the crime, how, and why. Your suspects include the Oriental butler Phong, the lover Ralph Stiles, and Linder's beautiful daughter Monica.

You can interview the suspects, search the grounds for footprints, hunt for incriminating evidence, analyze objects, fingerprint things, and accuse or even arrest any of the suspects. And of course, the ever-helpful Sergeant Duffy is ready to assist you with your investigation. You can draw many deductions from the evidence you gather, and there are as many possible endings to the case. But one ending fits the facts better than any other, and it when you reach it.

The Witness is an easier mystery than *Deadline*, and the package comes jam-packed with useful and suspicious material: a telegram from Freeman Linder; a suicide note from Linder's wife Virginia; an issue of the local newspaper, the Santa Ana *Register*; a matchbook from the Brass Lantern restaurant, with a phone scrawled inside; and a copy of the February 1938 *Nat'l Detective Gazette.*

MS magazine called this hard-boiled story "in the Dashiell Hammett tradition," and *Creative Computing* magazine said "If you have ever longed to work Marlowe, Miss Marple, Lord Peter Wimsey, *The Witness* is the next best thing."

Seastalker, Suspended, and *The Witness* are available for a wide assortment of personal computers. (Consult the price grid in the center of this newsletter for a complete listing.) These three titles are offered at the special price of $14.95 exclusively through Infocom.

Infocom's first romance

Plundered Hearts author Amy Briggs talks about why she chose to write an interactive romance

TSL: How did you get started?
Amy: After getting a B. A. in English, I kicked around Minnesota for awhile, then decided to move to Boston to live near my sister. As I left, a friend mentioned that Infocom was located here, to which I jokingly responded, "Okay, I'll get a job there—they must need writers and editors!" I had played some of Zork, Enchanter and almost all of Suspended. As fate had it, Infocom was hiring testers the very week I arrived in Massachusetts. Within fifteen days I was gainfully employed playing games all day. Tough life.

TSL: Why did you write a romance?
Amy: C. S. Lewis said he had to write the *Chronicles of Narnia* because they were books he wanted to read, and nobody else had written them yet. *Plundered Hearts* was a game I wanted to play. It just happened to have an adventurous setting, a female protagonist and romance, since that is what I'm interested in.

TSL: So you read romances?
Amy: I started starred reading romance novels a teenager and still do, though in great quantities. I surrounded with all forms of romance—modern books, and classics.

In general I like stories about strong heroines. I like those stories more when the heroines are not above falling in love.

TSL: Did you write a story with a female protagonist to make a point, as a women's issue?
Amy: Not really. Feminism does not rule out romance, and romance does not necessarily have to make women weak in the cliché sense of romance novels.

TSL: Aren't you really demeaning women, saying that all they're interested in is getting a man? Don't romances portray women as helpless airheads, who need Rambo to come help them across the street?
Amy: That's two questions, actually. My answer to the first is that, no, I'm not demeaning women. I don't expect the idea of *Plundered Hearts* to interest all those women who don't like romances, though they would probably enjoy playing it for other reasons. It is not aimed at women, but at romance and adventure lovers, a large number of whom are women.

As to the second question, you can't get anywhere in *Plundered Hearts* if you act as an air-head. There's your father to be rescued (don't believe that Captain Jamison can do it alone)! There's the hero to be saved from certain death—several times! One doesn't have to be Miss Simper to enjoy dancing (or necking in the gazebo) or be Ms. Rambo to defeat the bad guys. Just be yourself, and do both.

TSL: How much research did you do?
Amy: I already had plenty of experience with romance novels, from my reading, and I have long been interested in fashions, so I only needed to brush up on those. Pirates, though, I had to research, and sailing ships. I watched a lot of movies—"Captain Blood"-type movies—romantic adventures like "Romancing the Stone." *Plundered Hearts* is about as historically accurate as and Errol Flynn movie. I tried not to be anachronistic if I could help it, but if the heroine's hairstyle is from the wrong century, or if pirates really didn't make people walk the plank—if stretching the truth adds a lot to the story, does that really matter?

Plundered Hearts *author, Amy Briggs*

TSL: So, what is in a romance, anyway?
Amy: A romance is any story the romantic interest becomes focal point of the plot. "Romeo and Juliet" is a romance.

There is actually a wide range of different species of romance in the modern term (these are my definitions, based on personal experience and some research):

"Historical" or "bodice-rippers" are the novels you see at the grocery store check-out counter, with flashy covers of a half-naked couple embracing. They have lurid sex-filled plots in historical settings.

"Contemporary" romances, portray today's woman meeting Mr. Right. There are many variation on this theme, from spy/intrigues and mysteries to life in a small town a divorce.

"Regency" romances are my favorite. They take place between 1790 – 1830, during the Regency of England, when mad George III was still alive, but his son, the future George IV, ruled. I do not believe it coincidental that this is the period Jane Austen wrote about, as the modern novels shadow hers: the stories are mostly comedies of manners, many of them with a "Pride and Prejudice" twist (Boy meets Girl, Boy and Girl take instant dislike of one another, misreading their emotions, Boy and Girl battle words, Boy and Girl fall in love and marry). Sex is not a major concern, generally, but simmers just beneath the surface.

In "Gothic" romances, the heroine is alone against the world, in a strange and haunting setting—usually a castle or ancient mansion. She meets and falls for the hero as she discovers the reason behind/solution for the haunting. Though "Jane Eyre" is the epitome of these romances, they can take place in modern settings—"Rebecca" by Daphne du Maurier is an example of our own *Moonmist*.

TSL: What kind of romance is *Plundered Hearts*?
Amy: It is a cross between Regency and Historical—it has more action than a Regency but less sex than a Historical.

TSL: Is there sex?
Amy: Well, there is romance. I tried to scenes of warm tender glowing rather than cold graphic sex. There's a hot kiss, for instance, with the hero, in a gazebo scented with flowers under the full moon; in contrast, there's a cold sex scene with the villain in his bedroom. It fades off to waves crashing and trains rocketing into tunnels the way old movies do.

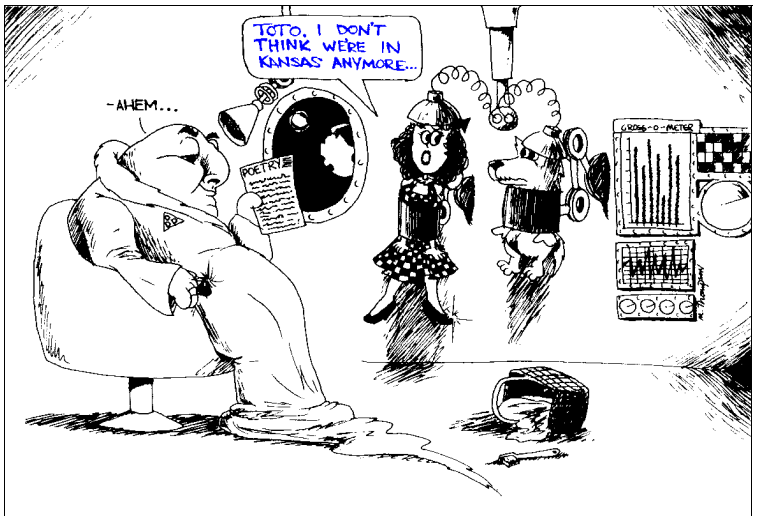
TSL: Do you think men will play *Plundered Hearts*?
Amy: I hope so. When I wrote it I knew men would be playing it. So, I stepped back occasionally and tried to envision men playing the heroine. Since she is a strong character in adventurous situations, I don't think men will feel too effeminate when playing.

Of the testers who played it, the men enjoyed it as much as the women. One burly football player got a real kick out of having to wear a lacy chemise and curtsey all over the place.

TSL: Does having a woman as the main character change the way the is played? Are the puzzles different?
Amy: The priorities are different from those of other games, I believe. In *Plundered Hearts* you don't go around collecting treasure (an activity I've always found boring in adventure games); you're trying to save people.

I like to think my puzzles are more about relationships between characters than being player versus objects. They involve behavior in certain situations more than mathematical brain teasers. The emphasis is on people, not things. However, Plundered Hearts has its share of object-oriented brain teasers.

TSL: Is Plundered Hearts different from other interactive fiction games?
Amy: I like to think of my story as more literary, more like a novel. There is more story line than in many other games. In *Plundered Hearts* the plot progresses continually. This is not a romp through a lot of puzzles but a voyage through an interesting story.



Somewhere WAY over the rainbow...

Mitch Thompson

Gift packs make holiday giving easy to do

Continued from page 1

Well, search no more. You have just found the ultimate in tasteful, high-quality gift-giving: Infocom's fabulous interactive fiction gift packs. You can choose from the *Enchanter Trilogy* fantasy set, the *Classic Mystery Library*, and *Science Fiction Classics.* Each gift pack contains three of our most popular interactive stories in their entirety. And each pack contains three of our most popular interactive stories in their entirety. And each pack saves you over $50 off the individual purchase price!

One glance at the photo on the front page will show you what an exquisite gift item this is. Each handsome slipcase holds three equally handsome packages. And inside each package is a story just waiting for someone to bring it alive.

Classic Mystery Library

Our *Classic Mystery Library* offers the whodunit fan an array of shifty characters, suspenseful situations, and diabolical plots.

"If you've ever longed to work with Philip Marlowe, Miss Marple, or Lord Peter Wimsey, *The Witness* is the next best thing," said *Creative Computing*. In Stu Galley's award-winning mystery, it's 1938, and you're a hardboiled detective in an L.A. burgh. War is brewing overseas, but you've got other fish to fry: the blackmail you've been investigating has turned to murder before your very eyes. Anyone from the knockout heiress to the poker-faced butler could be the killer. It's a race against the clock to nail your suspect... or get nailed first.

In *Suspect*, author Dave Lebling takes you to an elegant masquerade ball in a sumptuous Southern manor. You mingle with bluebloods and power brokers, sampling caviar and champagne, enjoying the orchestra and the exotic costumes. It's quite a treat for a newspaper yourself—until you're framed for murder. You have but a few hours to convince the police of your innocence. And if you want to bring back a good story for your editor, you'll also need to figure out who committed the crime, and why.

Analog Computing recommends *Moonmist* "for all Infocom newcomers, especially those who like a good mystery." This gothic tale by Stu Galley and Jim Lawrence puts you in the role of a famous young sleuth, called to an ancient English castle by your friend Tamara. Someone's trying to kill her, and the culprit seems to be the spectral "White Lady" who haunts the medieval tower. You'll meet a cast of eccentric characters as you hunt down the phantom and search for hidden treasure in each of four different variations.

Science Fiction Classics

Our collection of Science Fiction Classics offers a trio of very different journeys through time and space. All three stories were written by Steve Meretzky.

To create the hilarious *The Hitchhiker's Guide to the Galaxy*, Meretzky teamed up with British humorist Douglas Adams, author of the best-selling book of the same title. The interactive *Hitchhiker's* has become a runaway success in its own right.

When the Earth is scheduled for demolition to make way for an interstellar bypass, you set out on a side-splitting series of misadventures in the far reaches of the galaxy.

Planetfall, Meretzky's first interactive fiction story, was voted a favorite of *The Status Line* readers. As the story begins, you re a lowly deck-swabber in the Stellar Patrol. Then your ship explodes and you're jettisoned onto a mysterious, deserted planet. Luckily, you have Floyd, a lovable multi-purpose robot with the personality of a mischievous 8-year-old. He's the ideal companion with whom to brave your new world, as you dare its dangers and uncover its secrets.

A Mind Forever Voyaging is reminiscent of such classic works of science fiction as *Brave New World*. In this powerful, thought-provoking story, you journey into frighteningly realistic simulations of the future as the world's first conscious, intelligent computer. Said *Newsweek, "A Mind Forever Voyaging* uses the expanded memory to breathtaking effect, creating a richly-imagined anti-Utopian futureworld... *AMFV* isn't *1984*, but in some ways it's even scarier."

Enchanter Trilogy

The legend of *Zork* lives on in the spellbinding world of the *Enchanter Trilogy*.

Enchanter, the introduction to the series, has long been considered one of Infocom's most inspired works. Authors Marc Blank and Dave Lebling put you in the role of a novice magician sent into single-handed combat with the evil warlock Krill. To defeat him, you'll need to use all the cunning you can muster, along with spells acquired on your way.

In Steve Meretzky's *Sorcerer*, you have advanced to the illustrious Circle of Enchanters. Now you must show an even greater command of magic as you attempt to rescue your mentor Belboz and defeat the evil Jeearr. "The world of *Sorcerer* in detail and wonderment," said *St. Game* magazine. "The final solution is like a delicate orchid achieving full bloom. Long after the game is over, the heady fragrance stays with you."

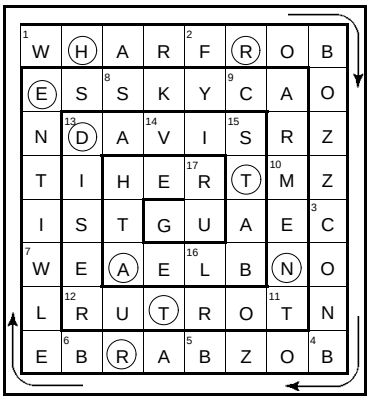
As leader of the Circle of Enchanters and the most powerful magician in the land, you face a crisis in *Spellbreaker*. Magic itself is failing, and you alone must save the kingdom even as your own powers fade. Author Dave Lebling has created a story with some of the toughest puzzles in interactive fiction. Commented *Computer Entertainer* "*Spellbreaker* is sheer joy... It's the perfect conclusion for the *Enchanter Trilogy*, which can now join the classic *Zork Trilogy* as a must-have for all fantasy gamers."

Stupendous savings.

While you're re-establishing as a fantastic gift-giver, why not establish yourself as the owner of a fantastic interactive fiction library. Go ahead. Buy yourself a gift pack.

>Look at puzzle winners

In puzzle #14, we asked you to fill a spiral grid by answering 17 questions, then anagram them to form an Infocom-related name. Here's what the filled-out grid would look like:



The circled letters anagram to "Arthur Dent." Of the 106 entries, 92 were correct (86.8%). This represented the lowest number of correct entries since Puzzle #8, and the lowest number of correct entries since Puzzle #10. The two common wrong answers were "Status Line" and "Adventurer"; the most intriguing wrong answer was "Lost Datzhn," with a note explaining that "Datzhn" was the German word for "truck."

While attempting to solve this puzzle, maniacal InfoTester Gary Brennan produced a list of 87 "readable" anagrams of "Arthur Dent." The most interesting of them:

Errant Thud	Truant Herd
Darth Tuner	That Red Urn
Hunter Dart	The Dam Rut
Hunt Red Tar	Thunder Rat

Since there were more than 25 correct entries, a drawing winnowed the field. Here's a list of the lucky winners; can you make any interesting anagrams out of their names?

Matthew Blum, Vienna, VA; Thomas Keating, Wilmington, DE; Robert Blasi, Philadelphia, PA; Sean Huxter, St. Johns, Newfoundland; Bob Hodgeman, Jr., Cincinatti, OH; Lori Terrebonne, Galliano, LA; Connie K. Schwab, Del Valle, TX; Andrew Zittkowski Richmond Heights, OH; Mark Peterson, Roseburg, OR; Bob Schumann, Long Beach, CA; Michael Brill, San Jose, CA; Virginia Shovlin, Mentor, OH; Mike Kim, Kirkland, WA; David Wilcox, Anaheim, CA; Rhoda Switzer, Prince Frederick, MD; Jeffrey Thaw, North Attleboro, MA; William Paull, Audubon Park, NJ; Peter Chen, Goleta, CA; Terry Scipione, Metairie, LA; Harald Smit, Indianapolis, IN; Kevin Pauli, Tulsa, OK; Ming Shih, Brookline, MA; Paul Pickett, Stewartsville, MO; Rawson Chaplin, Wellesley, MA; David Garland Chang, Berkeley, CA.

For further information...

We know it's a long time between issues of *The Status Line* and you just can't wait for more information on our latest and greatest products what's going on behind the scenes. So to satisfy your hunger for news and views, take a look at these publications while awaiting the arrival of the next edition of *The Status Line* in your mailbox.

"Titans of the Computer Gaming World: Ardai on Infocom"—*Computer Gaming World*, August-September 1987.

"Getting in to the act with interactive fiction"—*Computer Update*, July-August 1987.

"Upper Sandusky plays role in computer game"—The Upper Sandusky (Ohio) *Daily Chief Union*, July 27, 1987.

"Romance game a risqué move for Infocom"—*Boston Globe*, August 6, 1987.

Also, look for reviews in your favorite computer magazine.

>Read VisiClues

Here is the latest installment of VisiClues to help you over the hump. The key for VisiClues, a simple substitution cipher, is on page 5. Please use VisiClues sparing—you don't want to spoil all the fun.

Stationfall

How can I get the seven-pointed star in the chapel?

A. Ha'e tdrmsl rmpi idgbn. Rmp upea wda nhwndi, emudnmj.
B. Lms'a wm ms psaho rmp'zd dkfomidl and dsahid zhoogwd.
C. Ha'e ge dger ge GTB.
D. GTB ge hs gibapihgs tgoomms bidgapid!
E. Odgl and tgoomms bidgapid am and bngfdo pehsw and efigr bgs.
F. Andid'e gs dkbdoodsa idgems jnr and GTB lmdes'a dsadi and bngfdo.
G. And bidgapid'e vhoodl jhan nrlimwds, g voguugtod wge.
H. And tgoomms bidgapid he umiagoor adiihvhdl my and dadisgo vogud.
I. Rmp'oo sddl am dkahswphen and dadisgo vogud.
J. Mfds fpofha. Vohf ejhabn. Efigr bgs. Wigt odgen. Agcd eagi.

How can I get things from the dispenser in the PX?

A. Rmp sddl g bmhs. Jndid uhwna rmp dkfdba am vhsl bmhse?
B. Lms'a wm ms psaho rmp'zd dkfomidl and dsahid zhoogwd.
C. Enmma and eaimsw tmk jhan and ogedi wps.
D. Sdka, fpa and bmhs hs and eoma, ands arfd 6 mi arfd 9.
E. Rmpi hadu gojgre wdae eapbc hsehld and lhefdsedi eoma.
F. Rmp jms'a td gtod am lheomlwd and eapbc hadu rmpiedov.
G. Rmp'oo sddl and meaihbn am ndof rmp lheomlwd and hadu.
H. Ped and fda eamid'e shf am odgl and meaihbn am and FK.
I. Jnga'e msd mv and umea fmfpogi urane gtmpa meaihbnde?
J. Meaihbnde eahbc andhi ndgle hs g nmod jnds vihwnadsdl!
K. Ebgid and meaihbn. mi rmp bgs rdoo mi chbc and meaihbn.
L. Gsmandi emopahms: eahbc and meaihbn shf hsam and nmod.

The Lurking Horror

How do I get large objects into the Tomb?

A. Andid he umid angs msd jgr am echs g bga (mi g iga).
B. Ugrtd andid'e gsmandi am and eadgu apssdoe.
C. Bgidvpoor ididgl and eadgu apssdo immu ldebihfahmse.
D. Lm andr ngzd mtydbae hs bmuums jhan gsr mandi immue?
E. Anhe gsejdi am anhe fpqqod uhwna td gtmzd rmpi ndgl.
F. Smahbd emud immue anga ngzd fhfde mi bgtode hs andu?
G. And bmuf bdsadi tgedudsa nge fhfde gsl bgtode hs ha.
H. And eadgu apssdo'e dgeadis dsl ohde psldi and tgedudsa.
I. Emudanhsw sdgitr gbbdeede tdomj and vommi odzdo.
J. And dodzgami engva upea dkadsl vpiandi lmjsjgile!
K. Jnds and dodzgami hes'a hs and tgedudsa, mfds and lmmie.
L. Bmufgid and dodzgami fha gsl and eadgu apssdo'e dgeadis dsl.
M. Wda animpwn anga tihbc jgoo gsl rmpi fimtodue gid mzdi.

What's the urchin stolen and how do I get it?

A. Nd'oo fhbc pf gsranhsw anga'e odva gimpsl.
B. Rmp ngzd am hslpbd nhu am limf jnga nd'e bgiirhsw.
C. And pibnhs hes'a idgoor zdir gvighl mv rmp.
D. Nd'e mtzhmpeor gvighl mv emudanhsw, anmpwn.
E. Vhiea edgibn goo gtmzdwimpsl ombgahmse.
F. Ngzd rmp vmpsl gsranhsw anga'e idgoor ebgir?
G. Nmj gtmpa and ldgl iga? Anga uhwna lm and aihbc.
H. Sm, tpa and upuuhvhdl ngsl fidaar rpbcr.
I. And edzdidl ngsl jmpol td dzds rpbchdi hv ha umzdl.
J. Fpa and upuuhvhdl ngsl hs and zga gsl jgha.
K. Jnds ha idgshugade, enmj ha am and pibnhs.

The bumper sticker contest

Seeing how popular bumper stickers were in "Win the Imps Picnic Basket" Contest, we've decided to throw caution to the wind and let our readers write our bumper stickers. After all they'll be adorning your cars, books, lockers and monitors.

The first prize is two games, a T-shirt and a poster. Second prize is a game and a poster. Third prize is a shirt and a poster.

The deadline for entry is January 1, 1988. For overseas folks the deadline is April 1, 1988.

Send your bumper sticker suggestions to: The 83 Red Le Car, c/o *The Status Line*, Infocom, 125 CambridgePark Drive, Cambridge, MA 02140.

Kartoon Kontest

Can you draw? Are you funny? Can you write a headline that doesn't resort to misspellings to be eye-catching? Then perhaps you should enter our Cartoon Contest.

Just send us your cartoon(s), along with this form or a photocopy of this form. We'll pick the best cartoons and print them here in *The Status Line.* If we print your cartoon, you'll win an Infocom game of your choice! (Note: we receive about 50 times as many cartoons as we print.)

Your cartoon must be in black in on white paper. Do not include a border around your cartoon unless your cartoon demands it. Do not fold your cartoon when mailing it. Please do not include non-cartoon-related correspondence (such as changes of address, puzzle entries, or bugs).

Name: _____

Address: _____

_____

Phone number: (_____) _____

Date: _____ / _____ / _____ Age: _____

Game desired (single titles, not trilogies):

_____

Computer version desired (such as Apple II, C-128):

_____

Mail your cartoon to: The Status Line Cartoon Contest
c/o Infocom, Inc.
125 CambridgePark Drive.
Cambridge, MA 02140

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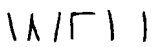
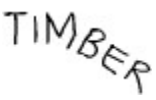
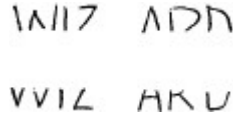
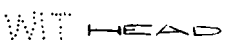
>Examine puzzle #16

In honor of the release of *Beyond Zork*, Puzzle #16 is based on the *Zork Trilogy*. To solve this puzzle, simply decode the meaning of the 15 word puzzles below, which are all places or things in *Zork I, Zork II,* or *Zork III*. Your answers must precisely match the game; "punctured raft" would not be an acceptable answer for the second example. There may be more than one correct answer for some of them, though.

Examples:

Low Room

Punctured Boat

1	**2**	**3**
4 	**5**	**6**
7 	**8**	**9**
10	**11** 	**12** 
13	**14**	**15**

Puzzle #16 Entry Form

ANSWERS:

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

11. _____

12. _____

13. _____

14. _____

15. _____

Name: _____

Address: _____

_____

T-shirt size (S, M, L, XL): _____

Puzzle Rules: 1) All entries must be postmarked by January 1, 1988. (Entries from outside the U.S. and Canada are due by April 1, 1988.) 2) Entries must be on this form or on a photocopy of this form. 3) Limit of one entry per person. 4) All entries must be mailed separately. 5) Up to 25 prizes will be awarded. If more than 25 received, a drawing will be held to determine the winners. 6) Void where prohibited by law.

Prize: *The New Zork Times* Puzzle Winner T-Shirt (Historical note: *The Status Line* was formerly called *The New Zork Times,* until a certain newspaper from a large metropolitan city began exercising its legal staff).

Mail to: Infocom, Inc.
The Status Line Puzzle
125 CambridgePark Drive
Cambridge, MA 02140

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INFOCOM™

System	Wishbringer	Deadline	Witness	Starcross	Suspended	Infidel	Seastalker	Fooblitzky
Apple II Series (48K, 16-sector)	IZ0-AP1 $14.95	IM1-AP1 $14.95	IM2-AP1 $14.95	IS1-AP1 $14.95	IS2-AP1 $14.95	IA1-AP1 $14.95	IA2-AP1 $14.95	GS1-AP1 $14.95
Apple Macintosh	IZ0-AP2 $14.95	IM1-AP2 $14.95	IM2-AP2 $14.95	IS1-AP2 $14.95	IS2-AP2 $14.95	IA1-AP2 $14.95	IA2-AP2 $14.95	
Atari XL/XE (48K, 810 or 1050 disk)	IZ0-AT1 $14.95	IM1-AT1 $14.95	IM2-AT1 $14.95	IS1-AT1 $14.95	IS2-AT1 $14.95	IA1-AT1 $14.95	IA2-AT1 $14.95	GS1-AT1 $14.95
Atari ST Series	IZ0-AT2 $14.95	IM1-AT2 $14.95	IM2-AT2 $14.95	IS1-AT2 $14.95	IS2-AT2 $14.95	IA1-AT2 $14.95	IA2-AT2 $14.95	
Commodore 64 (1541 disk)	IZ0-CO1 $14.95	IM1-CO1 $14.95	IM2-CO1 $14.95	IS1-CO1 $14.95	IS2-CO1 $14.95	IA1-CO1 $14.95	IA2-CO1 $14.95	
Commodore 128	IZ0-CO1 $14.95	IM1-CO1 $14.95	IM2-CO1 $14.95	IS1-CO1 $14.95	IS2-CO1 $14.95	IA1-CO1 $14.95	IA2-CO1 $14.95	
Commodore Amiga	IZ0-CO4 $14.95	IM1-CO4 $14.95	IM2-CO4 $14.95	IS1-CO4 $14.95	IS2-CO4 $14.95	IA1-CO4 $14.95	IA2-CO4 $14.95	
CP/M (8" disk, 48K, Version 2.0 and above)		IM1-CP1 $14.95	IM2-CP1 $14.95	IS1-CP1 $14.95	IS2-CP1 $14.95	IA1-CP1 $14.95	IA2-CP1 $14.95	
DEC Rainbow (CP/M Option)		IM1-DE2 $14.95	IM1-DE2 $14.95	IS1-DE2 $14.95	IS2-DE2 $14.95	IA1-DE2 $14.95		
DEC Rainbow (MS-DOS Option)	IZ0-IB2 $14.95	IM1-IB2 $14.95	IM2-IB2 $14.95	IS1-IB2 $14.95	IS2-IB2 $14.95	IA1-TI1 $14.95	IA2-IB2 $14.95	
Epson QX-10			IM2-EP1 $14.95					
IBM Series and 100% compatibles only	IZ0-IB2 $14.95	IM1-IB2 $14.95	IM2-IB2 $14.95	IS1-IB2 $14.95	IS2-IB2 $14.95	IA1-IB2 $14.95	IA2-IB2 $14.95	GS1-IB1 [1] $14.95
IBM Series and MS-DOS compatibles	IZ0-IB2 $14.95	IM1-IB2 $14.95	IM2-IB2 $14.95	IS1-IB2 $14.95	IS2-IB2 $14.95	IA1-IB2 $14.95	IA2-IB2 $14.95	
Kaypro II CP/M		IM1-KA1 $14.95	IM2-KA1 $14.95				IA2-KA1 $14.95	
Osborne (CP/M)			IM2-OS1 $14.95		IS2-OS1 $14.95			
TI 99/4A (48K expansion, disk, one of the following: Extended Basic, Mini-Memory, Editor/Assembler)		IM1-TI2 $14.95	IM2-TI2 $14.95					
TI Professional	IZ0-IB2 $14.95	IM1-TI1 $14.95	IM2-TI1 $14.95	IS1-IB2 $14.95	IS2-TI1 $14.95	IA1-TI1 $14.95	IA2-IB2 $14.95	
TRS-80 Model I (48K and disk)		IM1-TA1 $14.95	IM2-TA1 $14.95	IS1-TA1 $14.95	IS2-TA1 $14.95	IM2-TA1 $14.95		
TRS-80 Model III (48K and disk)			IM2-TA3 $14.95	IS1-TA3 $14.95	IS2-TA3 $14.95			
TRS-80 Color Computer (48K and disk)	IZ0-TA4 $14.95		IM2-TA4 $14.95			IA1-TA4 $14.95		
InvisiClues	IZ0-INV $7.95	IM1-INV $7.95	IM2-INV $7.95	IS1-INV $7.95	IS2-INV $7.95	IA1-INV $7.95	IA2-INV $7.95	

These games require 128K.

These games are available only while supplies last.

1 Requires graphics card; Composite monitor recommended; Not available for PCjr.

INFOCOM Catalog Numbers and Prices

Effective through 2/1/88. After 2/1/88 call 1-800-262-6868 for the latest pricing and availability.

System	Corner-stone	Zork I	Zork II	Zork III	Zork Trilogy	Enchanter	Sorcerer	Spell-breaker	Enchanter Trilogy	Trinity	Suspect	Ballyhoo	Moonmist	Planetfall	Hitchhiker
Apple II Series (48K, 16-sector)		IZ1-AP1 $39.95	IZ2-AP1 $44.95	IZ3-AP1 $44.95	IT1-AP1 $69.95	IZ4-AP1 $29.95	IZ5-AP1 $44.95	IZ6-AP1 $49.95	IT2-AP1 $59.95	IZ7-AP1 $39.95	IM3-AP1 $39.95	IM4-AP1 $39.95	IM5-AP1 $39.95	IS3-AP1 $39.95	IS4-AP1 $29.95
Apple Macintosh		IZ1-AP2 $39.95	IZ2-AP2 $44.95	IZ3-AP2 $44.95	IT1-AP2 $69.95	IZ4-AP2 $29.95	IZ5-AP2 $44.95	IZ6-AP2 $49.95	IT2-AP2 $59.95	IZ7-AP2* $39.95	IM3-AP2 $39.95	IM4-AP2 $39.95	IM5-AP2 $39.95	IS3-AP2 $39.95	IS4-AP2 $29.95
Atari XL/XE (48K, 810 or 1050 disk)		IZ1-AT1 $34.95	IZ2-AT1 $39.95	IZ3-AT1 $39.95	IT1-AT1 $59.95	IZ4-AT1 $24.95	IZ5-AT1 $39.95	IZ6-AT1 $44.95	IT2-AT1 $49.95		IM3-AT1 $34.95	IM4-AT1 $34.95	IM5-AT1 $34.95	IS3-AT1 $34.95	IS4-AT1 $24.95
Atari ST Series		IZ1-AT2 $39.95	IZ2-AT2 $44.95	IZ3-AT2 $44.95	IT1-AT2 $69.95	IZ4-AT2 $29.95	IZ5-AT2 $44.95	IZ6-AT2 $49.95	IT2-AT2 $59.95	IZ7-AT2 $39.95	IM3-AT2 $39.95	IM4-AT2 $39.95	IM5-AT2 $39.95	IS3-AT2 $39.95	IS4-AT2 $29.95
Commodore 64 (1541 disk)		IZ1-CO1 $34.95	IZ2-CO1 $39.95	IZ3-CO1 $39.95	IT1-CO1 $59.95	IZ4-CO1 $24.95	IZ5-CO1 $39.95	IZ6-CO1 $44.95	IT2-CO1 $49.95		IM3-CO1 $34.95	IM4-CO1 $34.95	IM5-CO1 $34.95	IS3-CO1 $34.95	IS4-CO1 $24.95
Commodore 128		IZ1-CO1 $34.95	IZ2-CO1 $39.95	IZ3-CO1 $39.95	IT1-CO1 $59.95	IZ4-CO1 $24.95	IZ5-CO1 $39.95	IZ6-CO1 $44.95	IT2-CO1 $49.95	IZ7-CO5 $34.95	IM3-CO1 $34.95	IM4-CO1 $34.95	IM5-CO1 $34.95	IS3-CO1 $34.95	IS4-CO1 $24.95
Commodore Amiga		IZ1-CO4 $39.95	IZ2-CO4 $44.95	IZ3-CO4 $44.95	IT1-CO4 $69.95	IZ4-CO4 $29.95	IZ5-CO4 $44.95	IZ6-CO4 $49.95	IT2-CO4 $59.95	IZ7-CO4 $39.95	IM3-CO4 $39.95	IM4-CO4 $39.95	IM5-CO4 $39.95	IS3-CO4 $39.95	IS4-CO4 $29.95
CP/M (8" disk, 48K, Version 2.0 and above)		IZ1-CP1 $14.95				IZ4-CP1 $14.95									
DEC Rainbow (CP/M Option)		IZ1-DE2 $14.95	IZ2-DE2 $14.95	IZ3-DE2 $14.95		IZ4-DE2 $14.95	IZ5-DE2 $14.95							IS3-DE2 $14.95	
DEC Rainbow (MS-DOS Option)		IZ1-IB2 $39.95	IZ2-IB2 $44.95	IZ3-IB2 $44.95	IT1-IB2 $69.95	IZ4-IB2 $29.95	IZ5-IB2 $44.95	IZ6-IB2 $49.95	IT2-IB2 $59.95		IM3-IB2 $39.95	IM4-IB2 $39.95	IM5-IB2 $39.95	IA3-IB2 $39.95	IS4-IB2 $29.95
Epson QX-10		IZ1-EP1 $14.95													IS4-EP1 $14.95
IBM Series and 100% compatibles only	BC1-IB1 [2] $99.95	IZ1-IB1 $39.95	IZ2-IB2 $44.95	IZ3-IB2 $44.95	IT1-IB2 $69.95	IZ4-IB2 $29.95	IZ5-IB2 $44.95	IZ6-IB2 $49.95	IT2-IB2 $59.95	IZ7-IB1 $39.95	IM3-IB2 $39.95	IM4-IB2 $39.95	IM5-IB2 $39.95	IA3-IB2 $39.95	IS4-IB1 $29.95
IBM Series and MS-DOS compatibles		IZ1-IB2 $39.95	IZ2-IB2 $44.95	IZ3-IB2 $44.95	IT1-IB2 $69.95	IZ4-IB2 $29.95	IZ5-IB2 $44.95	IZ6-IB2 $49.95	IT2-IB2 $59.95		IM3-IB2 $39.95	IM4-IB2 $39.95	IM5-IB2 $39.95	IA3-IB2 $39.95	IS4-IB2 $29.95
Kaypro II CP/M		IZ1-KA1 $14.95				IZ4-KA1 $14.95					IM3-KA1 $39.95			IS3-KA1 $14.95	IS4-KA1 $14.95
Osborne (CP/M)						IZ4-OS1 $14.95	IZ5-OS1 $14.95							IS3-OS1 $14.95	IS4-OS1 $14.95
TI 99/4A (48K expansion, disk, one of the following: Extended Basic, Mini-Memory, Editor/Assembler)		IZ1-TI2 $14.95					IZ5-TI2 $14.95							IS3-TI2 $14.95	IS4-TI2 $14.95
TI Professional		IZ1-TI1 $14.95	IZ2-TI1 $14.95	IZ3-TI1 $14.95	IT1-IB2 $69.95	IZ4-TI1 $14.95	IZ5-TI1 $14.95	IZ6-IB2 $49.95	IT2-IB2 $59.95		IM3-IB2 $39.95	IM4-IB2 $39.95	IM5-IB2 $39.95	IS3-TI1 $14.95	IS4-IB2 $29.95
TRS-80 Model I (48K and disk)		IZ1-TA1 $14.95	IZ1-TA1 $14.95	IZ1-TA1 $14.95		IZ4-TA1 $14.95	IZ5-TA1 $14.95							IS3-TA1 $14.95	
TRS-80 Model III (48K and disk)			IZ1-TA3 $14.95	IZ1-TA3 $14.95		IZ4-TA3 $14.95									
TRS-80 Color Computer (48K and disk)		IZ1-TA4 $14.95	IZ2-TA4 $14.95	IZ3-TA4 $14.95		IZ4-TA4 $14.95						IM4-TA4 $14.95		IS3-TA4 $14.95	IS4-TA4 $14.95
InvisiClues	BC1-BOK $14.95	IZ1-INV $7.95	IZ2-INV $7.95	IZ3-INV $7.95		IZ4-INV $7.95	IZ5-INV $7.95	IZ6-INV $7.95		IZ7-INV $7.95	IM3-INV $7.95	IM4-INV $7.95	IM5-INV $7.95	IA3-INV $7.95	IS4-INV $7.95

Infocom interactive fiction titles for the Hewlett Packard 110/150, Tandy 1000, 1200 and 2000, and Royal Alphatronic personal computers are available through their respective manufacturers.

These games require 128K.

These games are available only while supplies last.

* This game requires 512K.

1 These Samplers contain excerpts from ZORK I, INFIDEL, The WITNESS, and PLANETFALL.

2 Requires IBM PC, XT, AT or 100% compatible; PC DOS 2.0, 2.1, 3.0, or 3.1; Minimum 384K; 2 floppy disk drives or 1 floppy and 1 hard disk drive.

3 Available 1/88.

4 Requires 196K.

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System	A Mind Forever Voyaging	Cutthroats	Leather Goddesses of Phobos	Hollywood Hijinx	Bureaucracy	Stationfall	Lurking Horror	Nord and Bert	Plundered Hearts	Beyond Zork	Border Zone	Classic Mystery Library	Science Fiction Classics	Sampler
Apple II Series (48K, 16-sector)	IS5-AP1 $39.95	IA3-AP1 $39.95	IC1-AP1 $39.95	IA4-AP1 $39.95	IC2-AP1 $39.95	IS6-AP1 $39.95	IH1-AP1 $39.95	IC3-AP1 $39.95	IR1-AP1 $39.95	IZ8-AP1 $49.95	IE1-AP1 $39.95	IT3-AP1 $59.95	IT4-AP1 $59.95	ID3-IB2 $4.95
Apple Macintosh	IS5-AP2* $39.95	IA3-AP2 $39.95	IC1-AP2 $39.95	IA4-AP2 $39.95	IC2-AP2* $39.95	IS6-AP2 $39.95	IH1-AP2 $39.95	IC3-AP2 $39.95	IR1-AP2 $39.95	IZ8-AP2* $49.95	IE1-AP2 $39.95	IT3-AP2 $59.95	IT4-AP2 $59.95	ID2-AP2 [1] $4.95
Atari XL/XE (48K, 810 or 1050 disk)		IA3-AT1 $34.95	IC1-AT1 $34.95	IA4-AT1 $34.95		IS6-AT1 $34.95	IH1-AT1 $34.95		IR1-AT1 $34.95					ID2-AT1 [1] $4.95
Atari ST Series	IS5-AT2 $39.95	IA3-AT2 $39.95	IC1-AT2 $39.95	IA4-AT2 $39.95	IC2-AT2 $39.95	IS6-AT2 $39.95	IH1-AT2 $39.95	IC3-AT2 $39.95	IR1-AT2 $39.95	IZ8-AT2 $49.95				
Commodore 64 (1541 disk)		IA3-CO1 $34.95	IC1-CO1 $34.95	IA4-CO1 $34.95		IS6-CO1 $34.95	IH1-CO1 $34.95	IC3-CO1 $34.95	IR1-CO1 $34.95		IE1-CO1 $34.95	IT3-CO1 $49.95		ID3-CO1 $4.95
Commodore 128	IS5-CO5 $34.95	IA3-CO1 $34.95	IC1-CO1 $34.95	IA4-CO1 $34.95	IC2-CO5 $34.95	IS6-CO1 $34.95	IH1-CO1 $34.95	IC3-CO1 $34.95	IR1-CO1 $34.95	IZ8-CO5 $44.95	IE1-CO1 $34.95	IT3-CO1 $49.95	IT4-CO5 $49.95	ID3-CO1 $4.95
Commodore Amiga	IS5-CO4 $39.95	IA3-CO4 $39.95	IC1-CO4 $39.95	IA4-CO4 $39.95	IC2-CO4 $34.95	IS6-CO4 $39.95	IH1-CO4 $39.95	IC3-CO4 $34.95	IR1-CO4 $39.95	IZ8-CO4 $44.95				
CP/M (8" disk, 48K, Version 2.0 and above)														
DEC Rainbow (CP/M Option)														
DEC Rainbow (MS-DOS Option)		IA3-IB2 $39.95	IC1-IB2 $39.95	IA4-IB2 $39.95		IS6-IB2 $39.95	IH1-IB2 $39.95		IR1-IB2 $39.95			IT3-IB2 $59.95		ID3-IB2 $4.95
Epson QX-10		IA3-EP1 $14.95												
IBM Series and 100% compatibles only	IS5-IB2 $39.95	IA3-IB2 $39.95	IC1-IB2 $39.95	IA4-IB2 $39.95	IC2-IB1 $39.95	IS6-IB2 $39.95	IH1-IB2 $39.95	IC3-IB1 $39.95	IR1-IB2 $39.95	IZ8-IB1* $49.95	IE3-IB1 $39.95	IT3-IB2 $59.95	IT4-IB1 $59.95	ID3-IB2 $4.95
IBM Series and MS-DOS compatibles		IA3-IB2 $39.95	IC1-IB2 $39.95	IA4-IB2 $39.95		IS6-IB2 $39.95	IH1-IB2 $39.95		IR1-IB2 $39.95			IT3-IB2 $59.95		ID3-IB2 $4.95
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These games require 128K.

These games are available only while supplies last.

* This game requires 512K.

1 These Samplers contain excerpts from ZORK I, INFIDEL, The WITNESS, and PLANETFALL.

2 Requires IBM PC, XT, AT or 100% compatible; PC DOS 2.0, 2.1, 3.0, or 3.1; Minimum 384K; 2 floppy disk drives or 1 floppy and 1 hard disk drive.

3 Available 1/88.

4 Requires 196K.

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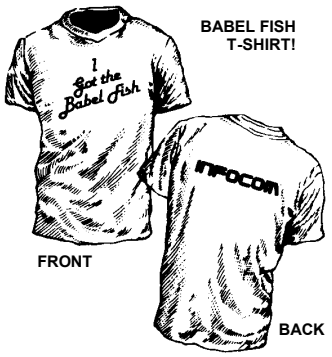

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